SOLDIER OF FORTUNE
PHOENIX.

Soldier of Fortune: PhoeniX - MANUAL

SoFPX – SUPPORT

It could be that you've just opened this file because you're desperately searching for the answer to a technical problem! Firstly, please try reading the relevant parts of this manual, and you may well find a solution.

If you have genuinely tried, and still cannot find a solution, please try the official SoFPX forums located at Jolt.co.uk, the leading European Game Server Provider (GSP) which sponsors this modification and its development:

http://forums.jolt.co.uk/forumdisplay.php?s=&forumid=379

As a *last* resort, you may contact the SoFPX development team *directly* by using this email address:

support@sofpx.com

It is preferred, however, that you use the official forums as an initial point of contact, as the answer given may also benefit other players in the future.

If you are looking for TWEAKS, look further in this document!

INTRODUCTION

Well, you could say we've been here since the beginning! I was the second person into the first Soldier of Fortune 2 (SoF2) Private Beta Test server (V0.13b) on March 1st, 2002. The first was Rick Johnson. Burratha followed shortly after, and simply said "WOW".

And as we played this early version in the 'Kamchatka Labs', we, and some other seasoned SoF1 players, came to a similar conclusion – far superior graphics, sounds, game engine and netcode, as well as the variation and quality of the weapons … but not quite aimed at the same market as the original.

That's why Soldier of Fortune: PhoeniX (SoFPX) is perhaps aimed more at the 'action' end of the market:

Faster default speed, classic CTF rules (CTFX), weapons which stay when picked up in CTFX, DM and TDM, grenades/explosives which can be thrown quickly without having to switch from your current weapon (some exploding on impact), corpse damage, notification of headshots, name colours in teams, female characters in *every* team, scientifically tweaked and tested weapons, etc. including the ULTIMATE M590 Shotgun. The list is a long one, this merely scratches the surface. But let's not forget the 5 original SoF1 CTF maps faithfully converted for CTFX, and perhaps the most played map in online gaming history – Dust – accurately converted from Counter-Strike for ALL gametypes!

Every sense of detail and scale has been considered, to make this a truly *polished* production…

Over 30 established Beta Testers say "YES" to SoFPX.

Congratulations on downloading perhaps one of the most instantly 'playable' game modifications to be released for a long time. There ARE some differences in setup between SoFPX, SoF2 and *certainly* SoF1 – to get the most from the game, be sure to read the basic setup/tweak guide which follows later in this document.

Above all, have fun!

D3VIANCE – Head Developer

INSTALLATION

1. Prepare:
Ensure that your copy of SoF2 is upgraded to the latest version (1.03 at the time of writing this). You can visit the official forums at http://forums.ravensoft.com to check this for sure.

2. Install:
Unzip the contents of the *SoFPX-PB-10.zip* file into your SoF2 directory (the directory you installed SoF2 into - it contains the *SoF2MP.exe* file to run the game). For example, should your SoF2 directory be called "SoF2" then you should now have the extended directory structure "SoF2\SoFPX". This must be the case for SoFPX to function correctly.

3. Loading:
Run the game by clicking on the *SoFPX.bat* file contained in the new *SoFPX* directory you just created.

EXTRA HELP (SETUP TROUBLESHOOTING):
If you really cannot locate your SoF2 directory (the destination directory for the contents of *SoFPX-PB-10.zip*) then click on your Start menu, then "Programs", then "Raven Software", then "Soldier of Fortune II - Double Helix", then RIGHT-click on the "Soldier of Fortune II - Double Helix – Multiplayer" link and select "Properties" at the bottom of the menu. A window will open, and the first text box (marked "Target") will contain the full path to your *SoF2MP.exe* file. Where your *SoF2MP.exe* exists, your *SoFPX* directory needs to go.

ADVANCED HELP (CREATING A SHORTCUT):
Follow the above example, but when you RIGHT-click on the "Soldier of Fortune II - Double Helix – Multiplayer" link, select "Copy" instead, and "Paste" this shortcut somewhere of your choosing (i.e. your Desktop). Returning to the text box (marked "Target") which contains the full path for the game in your shortcut's "Properties", extend that line by adding the following after "SoF2MP.EXE" so that the line reads "SoF2MP.EXE +set fs_game sofpx". You can even choose to add the *SoFPX.ico* icon file supplied in the *SoFPX* folder for the complete effect! "Apply" your changes, and you've created a Windows shortcut for SoFPX!

CTFX GAMETYPE, AND CHANGES AFFECTING DM/TDM

There is a new gametype for SoFPX based on the "Capture the Flag" gametype supplied with the SoF2 game, but with the classic rules of the original SoF1 version. This means that the game is played with 'pickups', weapons and items around the map which must be picked up to be used.

This system is also used for DM/TDM. Basically, fixed weapons (not dropped by other players) will not disappear when they are picked up, but cannot be picked up again while that weapon is in the player's inventory. For this reason, weapon dropping in pickup games is disabled (it is enabled only when weapons are supplied as part of an outfit).

Under the rules of the CTFX gametype, titled "CTF PhoeniX", the enemy flag can only be captured (for a 15 point bonus) when the challenging team's flag is secure at their home base. Dropped flags may be reclaimed by the home team at any time for a 2 point bonus. The flag carrier will alert the enemy to his location with a warning siren which plays within a radius surrounding the carrier. He/she will also emit a subtle glow of light, meaning that hiding in dark corners is more difficult. These enhancements help maintain the pace of the game, and help to discourage slow gameplay.

There are six new maps which support this gametype, and they are listed below in this document. It is also possible to play any standard SoF2 CTF map in the CTFX gametype (excluding the RMG). However, the weapon placements were not designed for even balance for both teams, so gameplay results may be variable in some cases. This should be considered when putting together mapcycles/maplists. The *ctfx.mapcycle* supplied in the *SoFPX* folder contains only the new CTFX maps. Feel free to create your own, for this or any other gametype!

Of course, the new maps may be used for either CTFX or CTF (in the case of Dust (DUSPX) the map supports virtually all gametypes). CTFX can be played with or without pickups (pickups by default). CTF is the same, but naturally defaults to outfitting (weapons and items supplied at the start, and chosen by the player).

INFORMATION FOR PLAYERS

There is a new client variable for SoFPX (accessible also on the "Scalability Options" menu):

CVAR: *cg_corpseDamage*
DETAIL: This will allow your client to shoot and dismember corpses after the target has died, which means during the death animation, and when the body is motionless on the floor. This will NOT lag the server in any way, shape or form. It is performed ONLY on the client's screen, and may be turned on or off (on by default). Due to the complexity of some gore effects, this may impact the client's FPS (Frames Per Second) depending on the performance of the client's CPU and graphics card. In this case, either reduce the complexity of the gore effects, or disable this variable altogether.
DEFAULT: *"1" or ON.*

There are some further operational changes to SoF2 that you should be aware of. Firstly, you cannot switch weapons via a menu, the game now defaults to fast weapon switching. This facilitates the new grenade/explosive firing system, and keys to instantly fire these weapons can be bound via the "Controls Setup"/"Weapon" section. The firing of these weapons no longer requires you to manually switch from your currently held weapon. Also, please note that a new counter under your health bar in the style of "G: ## F: ## E: ##" represents the current number of Grenade, Flash and Explosive attacks you have available at any one time.

You can no longer change the colour of your crosshair with respect to 'friendly' targets. SoFPX uses the classic system of a GREEN crosshair for 'friendly' targets, and a RED crosshair for 'enemy' targets. The neutral (default) crosshair colour can be changed as normal, as can the size of the crosshair, and whether or not it grows when firing (to represent inaccuracy).

The default FOV (Field Of View) in SoFPX is 95, higher than the SoF2 default value, but at the same time not excessive. For reasons of continuity and fair play, this value cannot be altered.

When selecting your team/skin, there is now an extra skin for each team (making six skins in total). This skin is female, and uses a different 'radio' bind list (with female voices). Also,

after a map change, you will be given the opportunity again to select your skin from the new team list, which means that you always know which skin you're using.

There is a working MOD filter which is visible in your filter list, and will filter "All", "SoFPX" or "SoF2" servers in that order. This is self-explanatory, and highly useful!

As is generally accepted as standard, the rocket launcher and grenade launcher are disabled by default.

Finally, please be aware that BOT support is NOT considered a feature of SoFPX. The commands are active, but useful only for testing purposes, and the BOTs generally stand still and shoot. Please do not waste time with this 'feature' - BOT support may be added officially in a future patch, but is considered secondary to online gameplay, the desired channel for the MOD.

INFORMATION FOR SERVER ADMINS

Starting a dedicated server couldn't be easier, as a startup file (*SoFPX Server.bat*) is included in your *SoFPX* directory. This will launch a dedicated, pure server with the settings listed in *server.cfg*, and using the *ctfx.mapcycle* file for the CTFX gametype. This basic setup should allow you to get started quickly, and provide you with a framework that you can edit, so that the server fully matches your individual requirements.

The new maps included in SoFPX, and the gametypes they support, are:

DUSPX - Dust
(ctfx ctf tdm elim inf dem)
DESCRIPTION: The most accurate conversion yet of de_dust from Counter-Strike, certainly in terms of graphics, but also especially in terms of scale. Probably the most played map in online gaming history. Desert theme, supports virtually all gametypes (particularly rocks in Demolition/Defuse!).

GERCTFX – Castle Kill
(ctfx ctf)
DESCRIPTION: Now with a Castle Wolfenstein theme, this is the SoF1 map based in Germany, originally GERCTF1.

IRQCTFX - Wastelands
(ctfx ctf)
DESCRIPTION: Perhaps the most popular and widely played SoF1 map, this is based in Iraq, originally IRQCTF1. This is the ONLY SoF1 map to be adapted from the original, in terms of locations. This means that it is identical, apart from the fact that the large doors in each base now lead to two tall watchtowers, complete with sniper rifles!

JPNCTFX - Parking
(ctfx ctf)
DESCRIPTION: A small map set in a Japanese carpark, this can be very exciting, and is frequently used for 1v1 battles in SoF1, originally JPNCTF1.

NYCCTFX - Gangland
(ctfx ctf)
DESCRIPTION: Perhaps one of the most interesting SoF1 maps, based in New York, this map is different in that it is not symmetrical and as such is many people's favourite, originally NYCCTF1.

SUDCTFX – Flag Frag
(ctfx ctf)
DESCRIPTION: Another smaller SoF1 map, set in Sudan, with a river running through the middle, death often comes from above and below, originally SUDCTF1.

Further maps are scheduled for release in future patches.

The new server variables included in SoFPX are:

CVAR: *g_infAmmo*
DETAIL: This sets Infinite Ammo mode which will show on the map's Loading screen. Ammo counters are set to zero, and weapons will not consume ammo. Ammo pickups will not show after a map has been restarted with this variable set. Explosive projectiles thrown by hand, and the M4's alternate fire mode, are NOT affected by *g_infAmmo*, for obvious gameplay reasons.
DEFAULT: *"0" or OFF.*

CVAR: *g_instaGib*
DETAIL: This sets InstaGib mode which will show on the map's Loading screen. In this mode, all hits by the M590 Shotgun will kill instantly, regardless of where they hit. The weapon is still subject to its range restrictions, however.
DEFAULT: *"0" or OFF.*

CVAR: *g_leanShoot*
DETAIL: This allows or disallows shooting while leaning (viewed by some to promote camping) and will NOT show on the map's Loading screen.
DEFAULT: *"1" or ON (shooting while leaning allowed).*

CVAR: *disable_pickup_weapon_TNT*
DETAIL: The only completely new weapon in SoFPX (i.e. not edited) is TNT, a timed explosive. This variable allows the weapon to be enabled or disabled, as with all other weapons.
DEFAULT: *"0" or ON (TNT is enabled).*

TWEAK GUIDE

These pointers may well enrich your playing experience. There are many tweaks you can adopt for the Quake 3 engine ... this is just a start.

Make an *autoexec.cfg* file (a text file, with the ".cfg" extension) and put the following lines in (as you see fit!). Place this into your *SoFPX* folder, or simply add/modify them in your *sof2mp.cfg* file:

seta cg_bobpitch "0.000"
seta cg_bobroll "0.000"
seta cg_bobup "0.000"
seta cg_runpitch "0.000"
seta cg_runroll "0.000"

The above removes the annoying (to some!) 'bobbing' of your view as you run.

seta cg_crosshairGrow "0"

The above prevents your crosshair from growing in size when you shoot (indicating inaccuracy). This is less distracting for many players.

seta cg_crosshairSize "12"

The above gives you a SMALLER crosshair, more SoF1 size, again, up to you! 24 is the larger default.

seta cg_crosshairRGBA "1,1,0,1"

The above gives you a YELLOW crosshair, as an example, instead of the standard white ("1,1,1,1") one. Up to you! The "#,#,#,#" stands for Red, Green, Blue and Alpha, in that order, where Alpha is visibility (1 = fully visible, 0.5 = semi-transparent etc.).

seta com_maxfps "###" ← A number of your choice!

The above is similar to cl_maxfps for SoF1. Set it (ideally) to your monitor refresh rate for a silky smooth experience. If you don't know what your refresh rate is when you're in the game, then you should! With VSync enabled on your graphics card, your FPS (Frames Per Second) with be synchronised with your refresh rate, and you will find turning/sharp movements much smoother on your screen.

seta rate "#####" ← A number of your choice!

The above sets the rate of your online connection. 8000 is a commonly accepted value for broadband, but this will vary depending on your connection and available bandwidth.

Now, the following you can do through the menu of the game:

In the options menu, go to the "Controls Setup"/"Weapon" section – bind **Grenade Attack**, **Flash Attack** and **Explosive Attack** to keys of your choice - these will instantly fire the SMOHG92 frag grenade, M84 flash grenade and TNT explosive respectively. The SMOHG92 frag grenade will explode on impact with an enemy – use with caution!

As a final point, it may well be worth raising slightly the **Brightness** slider in the "Misc. Setup" menu, as the default setting is a little dark for some.

CREDITS

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Head Developer

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Project Administrator

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To:

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THE BETA TESTERS

Quite simply, without the following Beta Testers, the MOD could not have been produced and released within such a relatively small timeframe. They are, in alphabetical order:

[MAD]Armless, BIGGY, Burratha, Casusbelli, Clunk, Daniel "sMiTh" Schmidt, [@]F@THER, F!xer, ^RP^FruNNiK, Games Keeper, Ghost, Godh, Hippy, Iggy, -DARK-Indeever, Jonjolt, Matty, Mazen aka ZranX, Pa!N, Raf Philtjens, ^RP^Prophet, Psi-Stlkr, (IF)RippeR, Ron, Shalafi, Shogun, sneax, Syxxpacc, tGN, Thorne, ^RP^t1m3l0w, Toby "Padre" Janner, Toxic, XzibiT, ZooM

Thanks guys, a fantastic team, and a fantastic job. ☺

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